

### § 547.3

*Removable/rewritable storage media.* Program or data storage components that can be removed from gaming equipment and be written to, or rewritten by, the gaming equipment or by other equipment designed for that purpose.

*Server.* A computer that controls one or more applications or environments within a Class II gaming system.

*Test/diagnostics mode.* A mode on a component that allows various tests to be performed on the Class II gaming system hardware and software.

*Testing laboratory.* An organization recognized by a TGRA pursuant to § 547.5(f).

*TGRA.* Tribal gaming regulatory authority, which is the entity authorized by tribal law to regulate gaming conducted pursuant to the Indian Gaming Regulatory Act.

*Unenroll.* The process by which a Class II gaming system disconnects an enrolled system component, disallowing any live gaming activity to take place on that component.

*Voucher.* A financial instrument of fixed wagering value, usually paper, that can be used only to acquire an equivalent value of cashable credits or cash through interaction with a voucher system.

*Voucher system.* A component of the Class II gaming system that securely maintains records of vouchers and coupons; validates payment of vouchers; records successful or failed payments of vouchers and coupons; and controls the purging of expired vouchers and coupons.

### § 547.3 Who is responsible for implementing these standards?

(a) *Minimum standards.* These are minimum standards and a TGRA may establish and implement additional technical standards that do not conflict with the standards set out in this part.

(b) *No limitation of technology.* This part should not be interpreted to limit the use of technology or to preclude the use of technology not specifically referenced.

(c) *Only applicable standards apply.* Gaming equipment and software must meet all applicable requirements of this part. For example, if a Class II

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gaming system lacks the ability to print or accept vouchers, then any standards that govern vouchers do not apply. These standards do not apply to associated equipment such as voucher and kiosk systems.

(d) *State jurisdiction.* Nothing in this part should be construed to grant to a state jurisdiction over Class II gaming or to extend a state's jurisdiction over Class III gaming.

### § 547.4 What are the rules of general application for this part?

(a) *Fairness.* No Class II gaming system may cheat or mislead users. All prizes advertised must be available to win during the game. A test laboratory must calculate and/or verify the mathematical expectations of game play, where applicable, in accordance with the manufacturer stated submission. The results must be included in the test laboratory's report to the TGRA. At the request of the TGRA, the manufacturer must also submit the mathematical expectations of the game play to the TGRA.

(b) *Approved gaming equipment and software only.* All gaming equipment and software used with Class II gaming systems must be identical in all respects to a prototype reviewed and tested by a testing laboratory and approved for use by the TGRA pursuant to § 547.5(a) through (c).

(c) *Proper functioning.* All gaming equipment and software used with Class II gaming systems must perform according to the manufacturer's design and operating specifications.

### § 547.5 How does a tribal government, TGRA, or tribal gaming operation comply with this part?

(a) *Grandfathered gaming systems:* Any Class II gaming system manufactured before November 10, 2008, that is not already certified pursuant to this subsection or compliant with paragraph (c) of this section may be made available for use at any tribal gaming operation if:

(1) The TGRA submits the Class II gaming system software that affects the play of the Class II game, together with the signature verification required by § 547.8(f) to a testing laboratory recognized pursuant to paragraph